

Cay Qel-Droma



**STAR
WARS**



Cay Qel-Droma

28

Hit Points

90

Defense

18

Attack

10

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack
Ataru Style (+4 Attack if exactly 1 enemy is within 6 squares)

Cay's Legacy (If this character is defeated by a Unique enemy, that enemy must make a save of 11; if the save fails, the enemy joins this character's squad for the rest of the skirmish)

Repair 20 (Replaces attacks: touch; remove 20 damage from 1 Droid character)

Force Powers

Force 1. Force Renewal 1

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Lightsaber Precision (Force 1: +10 Damage on next attack)



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Jedi Healer



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Jedi Healer

18

Hit Points

40

Defense

17

Attack

9

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 2. Force Renewal 1

Force Heal 30 (Force 2, replaces attacks: touch; remove 30 damage from a living character)



The cerebral Bith have focused all their efforts on art and technology. Adopting the Jedi tradition grants even deeper insights into both.



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Jedi Instructor



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Jedi Instructor

22

Hit Points

50

Defense

17

Attack

8

Damage

20



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Affinity (May be in a Republic squad)

Mobile Attack (Can move both before and after attacking)

Soresu Style (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)

Force Powers

Force 3

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

Commander Effect

Allies with a Force rating within 6 squares gain **Mobile Attack**.



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Jedi Sith Hunter



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Jedi Sith Hunter

15

Hit Points

60

Defense

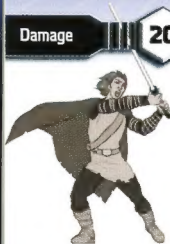
17

Attack

8

Damage

20



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Sith Hunter (+4 Attack and +10 Damage against Sith enemies)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 3

Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)

The Jedi Council appointed special agents to infiltrate and expose threats to the Republic. They also sometimes aided in criminal investigations.



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Lord Hoth



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Lord Hoth

44

Hit Points

130

Defense

19

Attack

10

Damage

20

Special Abilities

Unique, Melee Attack; Double Attack
Impulsive Twin Attack (If a Unique allied character is defeated, for the rest of the skirmish this character has **Twin Attack** [Whenever this character attacks, he makes 1 extra attack against the same target])

Force Powers

Force 2. Force Renewal 1

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 1)

Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

Commander Effect

At the end of this character's turn, 1 follower within 6 squares can immediately move 2 squares.



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Freedom Nadd



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Freedom Nadd

55

Hit Points

150

Defense

22

Attack

14

Damage

20

Special Abilities

Unique. Melee Attack; Double Attack

Force Powers

Force 2. Force Renewal 1

Dark Force Spirit 1 (If this character is defeated, each enemy with a Force rating loses 1 Force point each time it activates for the rest of the skirmish)

Sith Rage (Force 1: +10 Damage on all attacks this turn)

Sith Sorcery (Force 2, usable only on this character's turn: Enemies within 6 squares are considered activated this round; save II)

Commander Effect

Allies without a Force rating within 6 squares gain +4 Attack.

The spirit of the ancient Sith lord Freedom Nadd guided young Exar Kun on the path to the dark side.

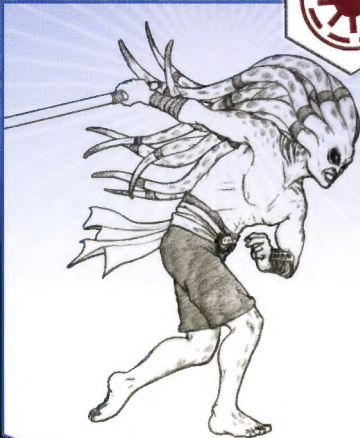


6/40 ★

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Kit Fisto, Jedi Master



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Kit Fisto, Jedi Master

42

Hit Points

130

Defense

20

Attack

13

Damage

20



Special Abilities

Unique.

Melee Attack; Double Attack

Intuition (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)

Shii-Cho Style (+4 Attack and +4 Defense when 3 or more enemies are within 6 squares)

Force Powers

Force 4

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)

This amphibious Nautolan Jedi perfected Force fighting techniques that incorporated the movement of water.



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Master Windu



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Master Windu

65

Hit Points

150

Defense

22

Attack

16

Damage

20

Special Abilities

Unique, Melee Attack; Triple Attack
Vaapad-Style Fighting (Scores a critical hit on an attack roll of natural 18, 19, or 20)

Force Powers

Force 2. Force Renewal 2

Force Repulse 3 (Force 3, replaces turn: 3D damage to all characters within 3 squares; push back Huge or smaller characters to 4 squares from this character. Huge or smaller characters are considered activated this round; save 1L.)

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Shatterpoint (Force 1, replaces turn: range 6; choose 1 target enemy. For the rest of the skirmish, this character's first attack each round against that enemy is a natural 20.)



8/40 ★

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Plo Koon, Jedi Master



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Plo Koon, Jedi Master

40

Hit Points

130

Defense

20

Attack

14

Damage

20



Special Abilities

Unique. Pilot

Melee Attack; Double Attack

Opportunist (+4 Attack and +10

Damage against an enemy who has activated this round)

Force Powers

Force 4

Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Precision (Force 1: +10 Damage on next attack)

Commander Effect

Each trooper follower within 6 squares can make 1 immediate attack when defeated.



9/40 ★

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Rodian Diplomat



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Rodian Diplomat

5

Hit Points

20

Defense

13

Attack

0

Damage

0

Special Abilities

Diplomat (If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent)

It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)



The Rodian senator Onaconda Farr was an ally of Chancellor Valorum before his removal from office.



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Saesee Tiin, Jedi Master



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Saesee Tiin, Jedi Master

46

Hit Points

130

Defense

20

Attack

14

Damage

20

Special Abilities

Unique Pilot

Melee Attack; Double Attack

Armored Spacesuit (Immune to critical hits)

Djem So Style Mastery (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker with +10 Damage.)

Mettle (If this character spends 1 Force point to reroll, add +4 to the result)

Force Powers

Force 3

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Surprise Move (Force 1: Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)



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Voolvif Monn



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Voolvif Monn

34

Hit Points

100

Defense

21

Attack

10

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Loner (+4 Attack if no allies are within 6 squares)

Force Powers

Force 4

Anticipation (Force 1: Reroll initiative once per round)

Force Push 3 (Force 3, replaces turn: range 6; 30 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 3 squares if Huge or smaller)



One of the few Shistavanen Jedi, Voolvif Monn fought valiantly at the Battle of Muunilinst.

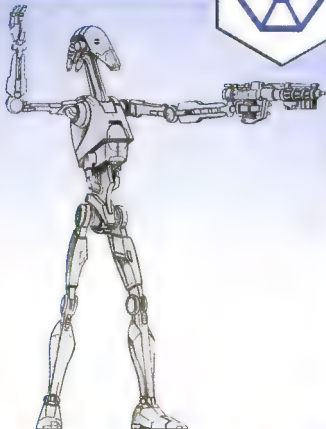


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Battle Droid Officer



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Battle Droid Officer

9

Hit Points

20

Defense

13

Attack

0

Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Fire Control (Non-Unique Droid allies get +4 Attack)



"Just fire right there!"



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Anakin Skywalker, Force Spirit



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Anakin Skywalker, Force Spirit

12

Hit Points

—

Defense

—

Attack

—

Damage

—



Special Abilities

Unique

Speed 4

Light Spirit (Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains **Force Renewal 1** and **Mettle** (If this character spends 1 Force point to reroll, add +4 to the result) while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save 11. This effect replaces that enemy's attacks.)

Commander Effect

Allies within 6 squares gain **Mettle**.

Redeemed at the last by his son Luke, Anakin's spirit rejoined the light side of the Force.



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General Solo



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General Solo

49

Hit Points

80

Defense

18

Attack

9

Damage

20

Special Abilities

Unique (Counts as Han Solo)

Double Attack

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Long Shot 20 (+4 Attack and +20 Damage when this character is at half Hit Points or less)

Never Tell Me The Odds (Suppresses enemy special abilities that modify initiative)

Commander Effect

Unique allies within 6 squares gain Long Shot 10 (+4 Attack and +10 Damage when this character is at half Hit Points or less).

"You know, sometimes I amaze even myself."



15/40 ★

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**Lando Calrissian,
Rebel Leader**



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**Lando Calrissian,
Rebel Leader**

34

Hit Points

70

Defense

17

Attack

8

Damage

20



Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Commander Effect

Non-Unique followers gain **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).

"Admiral, we're in position. All fighters accounted for."



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Rebel Soldier



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Rebel Soldier

13

Hit Points

30

Defense

14

Attack

6

Damage

20



Special Abilities

Grenades 30 (Replaces attacks: range 6: 30 damage to target and to each character adjacent to that target; save 11)

Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)

Squad Cover (+4 Defense while 3 allies with the same name as this character are within 6 squares)

Rebel soldiers do not rely on standard methods of warfare but disrupt Imperial forces through guerrilla strikes and effective squad tactics.



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Red Hand Trooper



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Red Hand Trooper

15

Hit Points

50

Defense

16

Attack

9

Damage

10



Special Abilities

Merciless 20 (+20 Damage against enemies at half Hit Points or less)

Squad Firepower (+10 Damage while 3 allies with the same name as this character are within 6 squares)

Founded by the Corellian Bria Tharen, the ruthless Red Hand Squadron targeted Imperial operations, especially slavers. The Red Hands received the Death Star schematics and passed them on to Princess Leia.



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Yoda, Force Spirit



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Yoda, Force Spirit

20

Hit Points

—

Defense

—

Attack

—

Damage

—

Special Abilities

Unique, Speed 4

Affinity (May be in a New Republic squad)

Light Spirit (Ignores characters and terrain.

Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains **Force Renewal 1** and **Mettle** (If this character spends 1 Force point to reroll, add +4 to the result) while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save 11. This effect replaces that enemy's attacks.)

Force Powers

Force 1, Force Renewal 1

Commander Effect

Characters in your squad within 6 squares with a Force rating can spend Yoda, Force Spirit's Force points. (A character still can't spend Force points more than once per turn and can't combine its own Force points with Yoda's.)



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Arden Lyn



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Arden Lyn

18

Hit Points

70

Defense

17

Attack

10

Damage

10



Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Hand of the Emperor (This character can spend her own Force points once per turn and spend Force points from a character who name contains Emperor Palpatine once per turn)

Teräs Käsi Style (Whenever this character takes damage from a melee attack, reduce the damage dealt by 10)

Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers

Force 1

Born in the early days of the Republic but forced into a millennia-long trance, Arden Lyn awakened during the Jedi Purge. She was adopted by Palpatine as an Emperor's Hand and received a war droid prosthetic to replace her lost arm.



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Darth Vader, Sith Apprentice



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Darth Vader, Sith Apprentice

46

Hit Points

130

Defense

19

Attack

12

Damage

20



Special Abilities

Unique. Melee Attack; Double Attack

Affinity (A character whose name contains 501st may be in your squad regardless of faction)

Djem So Style (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.)

Force Powers

Force 2. Force Renewal 1

Force Grip 1 (Force 1, replaces attacks: sight; 10 damage)

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Sith Rage (Force 1: +10 Damage on all attacks this turn)

Commander Effect

Non-Unique allies within 6 squares whose name contains 501st gain **Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round).



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Ganner Rhysode



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Ganner Rhysode

29

Hit Points

100

Defense

19

Attack

9

Damage

20

Special Abilities

Unique. Melee Attack; Double Attack
Loner (+4 Attack if no allies are within 6 squares)

Quick Reactions (+6 Attack when making attacks of opportunity)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 2. Force Renewal 1

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

Levitation 1 (Force 1, replaces attacks: Move 1 Small or Medium ally within 6 squares to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity.)

Lightsaber Sweep (Force 1, replaces attacks. Can attack each adjacent enemy once)



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Blood Carver Assassin



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Blood Carver Assassin

11

Hit Points

40

Defense

15

Attack

8

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Deathstrike (+10 Damage against an enemy who is adjacent to an ally)



Blood Carvers are as renowned for their assassination skills as they are for their ornate sculpture.



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Chiss Trooper



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Chiss Trooper

16

Hit Points

30

Defense

16

Attack

7

Damage

20



Special Abilities

Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

The dispassionate Chiss are forbidden by strict codes to attack first, but once battle is engaged, they fight until one side or the other is destroyed.



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Ewok Warrior



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Ewok Warrior

5

Hit Points

10

Defense

12

Attack

2

Damage

10

Special Abilities

Swarm +1 (+1 Attack against a target for each allied Ewok adjacent to that target)



Imperial forces did not take the little, furry inhabitants of Endor seriously—until throngs of Ewok warriors brought down their AT-ST scout walkers.



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Gamorrean Bodyguard



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Gamorrean Bodyguard

13

Hit Points

50

Defense

13

Attack

4

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)



Brutish but proud warriors, Gamorreans are prized enforcers for crime lords. They consider using ranged weapons to be the mark of a coward.



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Ghhhk



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Ghhhk

17

Hit Points

60

Defense

18

Attack

8

Damage

20

Special Abilities

Dejarik

Melee Attack (Can attack only adjacent enemies)

Enraging Screech (Dejarik allies within 6 squares get +4 Attack)

Painful Screech (Replaces attacks: 10 damage to each character within 3 squares)



The tree-dwelling Ghhhk are known for their screeched mating calls and for their oily skin, which is used to produce a healing salve.



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Grievous, Kaleesh Warlord



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Grievous, Kaleesh Warlord

22

Hit Points

70

Defense

17

Attack

9

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Impulsive Shot (If a Unique allied character is defeated, this character can make 1 immediate attack)

Sniper (Other characters do not provide cover against this character's attack)

Commander Effect

Non-Unique followers gain **Spotter +10** (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target).

Before a shuttle disaster forced him into a cyborg body, Dymaen jai Sheelal visited terrible destruction on the inhabitants of the Huk system.



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Houjix



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Houjix

21

Hit Points

90

Defense

15

Attack

11

Damage

20

Special Abilities

Dejarik

Melee Attack (Can attack only adjacent enemies)

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)



Although fierce in appearance, these natives of Kinyen often served the pacifist Gran as pets and guardians.



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K'lor'slug



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K'lor'slug

20

Hit Points

70

Defense

16

Attack

8

Damage

20

Special Abilities

Dejarik

Savage (This character must end its move adjacent to an enemy if it can and does not benefit from commander effects)

Speed 8

Melee Attack (Can attack only adjacent enemies)

Defensive Plates (If this character does not move, until the end of its next turn it gains **Damage Reduction 10** [Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.])

Poison 20 (+20 Damage to living enemy; save II)



These deadly predators are ferocious and ravenous, attacking anything they perceive to be prey.

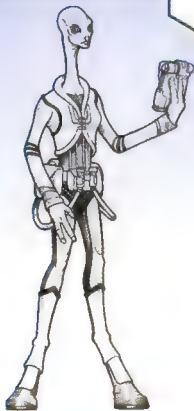


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Kaminoan Medic



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Kaminoan Medic

12

Hit Points

10

Defense

12

Attack

0

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Heal 20 (Replaces attacks: touch; remove 20 damage from a living character)



Few know as much about biology and medicine as the Kaminoans, though they jealously guard their knowledge and cater only to the highest bidder.



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Kintan Strider



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Kintan Strider

19

Hit Points

80

Defense

13

Attack

6

Damage

30

Special Abilities

Dejarik

Savage (This character must end its move adjacent to an enemy if it can and does not benefit from commander effects)

Melee Attack (Can attack only adjacent enemies)

Regeneration 10 (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Charging Assault +10 (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)

With their extraordinary healing ability, Kintan Striders are favored by the Hutts as guardian creatures.



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Mantellian Savrip



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Mantellian Savrip

17

Hit Points

80

Defense

16

Attack

5

Damage

20

Special Abilities

Dejarik

Melee Attack (Can attack only adjacent enemies)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Immobilizing Rend (If both of this character's attacks hit the same enemy, that enemy cannot move this round)



Cunning and dangerous in battle, Mantellian Savrips are more intelligent than their bestial appearance suggests.



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Molator



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Molator

22

Hit Points

80

Defense

16

Attack

8

Damage

20

Special Abilities

Dejarik

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Protective Aura (Adjacent Dejarik allies gain **Avoid Defeat** [Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated])



Grintaash, a Molator guardian, is said to protect Alderaan royalty.



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Monnok



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Monnok

19

Hit Points

80

Defense

19

Attack

10

Damage

20



Special Abilities

Dejarik

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Smuggler's Luck (If this character is adjacent to a Dejarik ally at the start of a round, roll twice for initiative)

Galactic smugglers consider these solitary hunters of Socorro to be omens of a successful venture.



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Ng'ok



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Ng'ok

18

Hit Points

90

Defense

14

Attack

9

Damage

10



Special Abilities

Dejarik

Melee Attack (Can attack only adjacent enemies)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Clamp (An enemy hit by this character's attack takes +10 Damage and cannot move this round; save if negates)

The foul-smelling and vicious Ng'ok use their barbed, retractable claws to grab and tear prey.



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Sullustan Scout



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Sullustan Scout

10

Hit Points

20

Defense

14

Attack

5

Damage

10

Special Abilities

Cunning Attack +10 (+4 Attack and +10 Damage against an enemy who has not activated this round)

Spotter +10 (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



In their native environment of labyrinthine caves, Sullustans depend on perfect direction sense and memory to find their way. These qualities also make them excellent explorers and navigators.



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Toydarian Soldier



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Toydarian Soldier

5

Hit Points

10

Defense

15

Attack

3

Damage

10

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Strong-Willed (Cannot be targeted by Jedi Mind Trick Force power)



The unique structure of Toydarians' brains protects them from mental attacks through the Force.



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Far-Outsider



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Far-Outsider

11

Hit Points

30

Defense

14

Attack

5

Damage

10



Special Abilities

Yuuzhan Vong Warrior (Counts as a character named Yuuzhan Vong Warrior)

Melee Attack (Can attack only adjacent enemies)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Vondun Crab Armor 16 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 16)

The Ferroan settlers of Zonama Sekot referred to the unknown alien invaders as the Far-Outsiders, before the Yuuzhan Vong were known to the galaxy.



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Taung Warrior



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Taung Warrior

8

Hit Points

40

Defense

14

Attack

6

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)



Legends say that the Taung once controlled Coruscant but were driven off by a force of unified human nations. Renaming themselves Warriors of the Shadow, the Taung were said to have conquered a new homeworld, which they named for their first leader, Mandalore.



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